

***** 3-M-L is a MILLION *****

June 1983

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Have you heard the one about the programmer that went to heaven. They sent him back because his name wasn't in the COMPUTER.

After that we can only get better. This months issue will be made up mostly of programs submitted by the members. By the time you get this we should be back from our vacation.

 hey folks, I have a question for you.

In one of the programs in this months letter (HANDI), the programmer refers to the ability to do RECURSIVE programming and I hate to say it but that is a new one on me and if somebody out there could write and give me some of their knowledge on it I would appreciate it.

STUMPED

 For those out there with DISC'S.

I have been having 2 problems with my Floppies and I think I've resolved them and it might help you.

1. Fragmentation of data files when updating &/ adding data to a FILE on a FLOPPY with multiple FILES or PROGRAMS.
2. Destruction of DATA files on FLOPPY when mixing programs on same FLOPPY.

POSSIBLE SOLUTION:: Now when I want a data file on the FLOPPY I write a simple program to build a blank file on the FLOPPY that is the maximum size I think I will ever need. This will keep it from fragmenting the data and so far I have not had any problems with mixing the DATA and PROGRAM FILES.

HERE IS A SIMPLE PROGRAM TO USE TO BUILD FILE.

```
10 DIM A$(299),FN$(6)
20 FOR I = 1 TO 299: A$(I)=" ":NEXT I
90 FN$=""
100 INPUT "NAME OF YOUR DATA FILE",FN$
110 INPUT "NUMBER OF RECORDS WANTED",L
120 INPUT "INSERT DATA DISC AND HIT RETURN",Z
130 OPEN OFN$
200 FOR I = 0 TO L
210 PRINT @0:A$(0),A$(100),A$(200)
220 NEXT I
230 INPUT "DO IT AGAIN",A$(0)
240 IF A$(0)="Y" THEN CLOSE @:GOTO 90
250 STOP
```

 In-f-o from STACY PROWELL
 Here is the way to get QUOTATIONS to print without using the CHR\$(34)...

Ex: to print PRESS "RETURN" you can type
 10 PRINT 'PRESS "RETURN"'

Also you can use a period in a variable name. Ex: A. is different from A or AA.

THANKS STACY

 call dok call box

Here are some corrections for the APP Disassembler for those machine language programmers out there that are working with it.
 Line 1005 change TEP to TAP
 Line 1248 Change LDAA, STAB, EORA, ADCA to LDAB, STAB, EORB, ADCB...
 This should eliminate some of the confusion with the program.
 Thanks to all of the MEMBERS that sent in the changes.

Basic Box Basic Box

Hey folks here is a reprint of some info from last years issue along with some more. These formulas are for SIN, COS, TAN, ARCSIN, ARCCOS, ARCTAN..

$SIN(S) = S/1 - S^2/3! + S^4/5! - S^6/7!$

$COS(S) = 1 - S^2/2! + S^4/4! - S^6/6! + S^8/8!$

$TAN(S) = S + S^3/3 + 2S^5/15 + 17S^7/315$

$ARCTAN(X) = X - X^3/3 + X^5/5 - X^7/7$ IF $X^2 < 1$

$ARCTAN(X) = 3.1416/2 - 1/X + 1/3X^3 - 1/5X^5 + 1/7X^7$ IF $X > 1$

$ARCTAN(X) = -3.1416/2 - 1/X + 1/3X^3 - 1/5X^5 + 1/7X^7$ IF $X < -1$

$ARCCOT(X) = 3.1416/2 - X + X^3/3 - X^5/5 + X^7/7$ IF $X^2 < 1$

$ARCSIN(X) = X + X^3/2*3 + (1*3/2*4*5)*X^5 + (1*3*5/2*4*6*7)*X^7$
 IF $X^2 < 1$

$ARCCOS(X) = 3.1416/2 - (X + X^3/2*3 + (1*3/2*4*5)*X^5 + (1*3*5/2*4*6*7)*X^7)$
 The funny little teespee in the formulas means EXPONENTIATION..

I hope that these help some of you that have been needing them.

If you want more of these you can find them is just about any of the Mathematical Tables books that can be found in the BOOKSTORES.

Dops almost forgot to tell you what ! means. It is called

FACTORIAL and here is what it does. If you have 5! this is the same as 5! = 1*2*3*4*5 = 120.

Also 0! = 1...

I think I strained my brain again....

From Alan S Yost

Alan would like to have a complete list of the CALLS, PEEKS&POKES for the machine.

Right now I don't have a complete list of them now but if the members would be willing to send me copies of what they know and have I will compile them into a good list and make it available to all of the members.

Here is a program Alan sent in to allow you to test your game controllers.

```
10 DIM A$(1), B$(1)
20 LET A$=KEY$(2):LET B$=KEY$(1)
30 IF A$="" THEN IF B$="" THEN 20
30 PRINT A$, B$:GOTO 2
```

#####Thanks for the program alan#####

```

1  REM MAGIC SQUARES ...BY G OM SCHWIST 9/5/83
2  REM ODD NUMBERS USE DE LA LOUIERE METHOD
3  REM EVEN NUMBERS USE SHAP METHOD
95  REM MATRIX IS LIMITED BY SCREEN SIZE
100 DIM R(8,8)
105 REM GENERATE SEED VALUE
110 V0=INT I RND (804151)*V40
115 REM REM GET USERS NUMBER
120 INPUT "WHAT SIZE -13 TO 80",N
125 IF N=0 THEN 120
130 IF N/2=INT (N/2) THEN 300:REM EVEN NBR
135 REM SET START ROW AND COLUMN
140 R=1:Q=INT (N/2)+1
150 R=1:1:1:0:R,C=0
155 REM EXIT WHEN MATRIX FULL
160 IF V=0*2+V0 THEN 230
165 REM IF V IS INT FOR MULTIPLE OF N GO DOWN
170 IF (V-V0)/N=INT ((V-V0)/N) THEN R=R+1:GOTO 150
175 REM ROW MOVE RIGHT AND UP WHEN POSSIBLE
180 C=C+1
185 REM WRAP AROUND IF R=0
190 IF C=N THEN C=1:R=R-1:GOTO 150
200 R=R-1: IF R=0 THEN 120
210 R=N:GOTO 150
215 :
220 CALL 17040
225 REM CALC THE MAGIC NUMBER
230 P=(N*(N+1)/2)+(V0/8)
240 PRINT "THE MAGIC NUMBER IS ",P:PRINT
245 REM PRINT THE MATRIX
250 FOR R=1 TO N
260 PRINT USING 200;R(1,1),R(1,2),R(1,3),R(1,4),R(1,5),R(1,6),R(1,7),R(1,8)
270 NEXT R: INPUT "RET RETURN TO GO AGAIN",R: RUN
280 :00 00 00 00 00 00 00 00
295 :
300 REM GENERATE EVEN ERGE MATRIX
310 FOR R=1 TO N
320 FOR C=1 TO N
330 R=V+2*INT(R,C)=0
340 NEXT C: NEXT R
345 :
350 REM SHAP DIAG ON AL
360 LIMIT=0/2:Q=N
370 FOR R=1 TO LIMIT
380 T=R(8,8)+R(8,8)+R(8,C)+R(8,C)+T
390 T=R(8,8)+R(8,8)+R(8,C)+R(8,C)+T
400 C=C-1: NEXT R
410 IF N=4 THEN 220: FOR 414 G OM E
415 :
420 R=2:1=0: IF R=0 THEN 400
430 REM 416 INT ERNAL SWAP OADR = VERO
440 FOR C=1 TO LIMIT
450 T=R(8,C)+R(8,C)+R(8,1)+R(8,1)+T
460 T=R(8,C)+R(8,C)+R(8,1)+R(8,1)+T
470 R=R+2:1=1: NEXT C: GOTO 220: REM 416 B OM E
480 C=1:2=N-1
490 FOR 1=1 TO LIMIT
500 IF 1=LIMIT THEN R=R+2:1=2+2
510 T=R(8,C)+R(8,C)+R(8,1)+R(8,1)+T
520 T=R(8,C)+R(8,C)+R(8,1)+R(8,1)+T

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19 CALL 17944
20 POKE 24570,32
21 PRINT "      CASH REGISTER      "; PRINT : PRINT : PRINT : PRINT : PRINT : PRINT "      BY      "
22 PRINT : PRINT : PRINT : PRINT "      2. BLEI DRAUGHON      "
23 FOR I=1 TO 300: NEXT I
24 CALL 17944: GOTO 2000
25 I=0
26 CALL 17944
27 C=0:I=0
28 FOR A(1) TO 100
29 A(1)=500.00
30 A(1)=100.00
40 A(2)=50.00
50 A(3)=20.00
60 A(4)=10.00
70 A(5)=5.00
80 A(6)=2.00
90 A(7)=1.00
100 A(8)=.50
110 A(9)=.25
120 A(10)=.10
130 A(11)=.05
140 A(12)=.01
150 PRINT "      CASH REGISTER      "; PRINT : PRINT : PRINT : PRINT : PRINT : PRINT
160 PRINT "PRESS AMOUNT TWICE TO GET TOTAL"
170 PRINT : PRINT : PRINT : PRINT : PRINT : PRINT : PRINT : PRINT : PRINT : PRINT
180 INPUT "AMOUNT OF PURCHASE";P
190 MUSIC "12"
200 CALL 17944
210 IF P=0 GOTO 199
220 T=T+P
230 L=L+P
240 GOTO 170
250 CALL 17944
260 PRINT USING "SUBTOTAL = $#####.##",T
270 TAX=T*.02
280 D=TAX/100
290 M=INT(D)
300 D=D-M: IF D=.49 THEN L=L+.01
310 TAX=M/100+L
320 T=T+TAX
330 PRINT USING "SALES TAX = $#####.##",TAX
340 MUSIC "15A15"
350 PRINT USING "GRAND TOTAL = $#####.##",T
360 INPUT "ENTER AMOUNT TENDERED";Q
370 IF Q<T GOTO 360
380 IF Q=T PRINT "THANK YOU FOR PAYING THE EXACT CHANGE!"; GOTO 1000
390 C=Q-T
400 PRINT USING "YOUR CHANGE IS $###.##",C
410 MUSIC "16"
420 PRINT
430 IF C<1 THEN GOTO 440
440 IF C<12 THEN GOTO 460
450 IF C<12 THEN GOTO 480
460 IF C<12 THEN PRINT USING "#####.##",C(1)+C(2)+C(3)
470 GOTO 270
480 PRINT "THANK YOU FOR YOUR PURCHASE"
490 INPUT "ANOTHER PURCHASE 1=YES/0=NO";J
500 IF J=0 THEN GOTO 25
510 GOTO 1014
500 T=T+0
505 MUSIC "17/1"
510 PRINT USING "YOU STILL OWE $###.##",T: GOTO 210
520 GOTO 450
530 PRINT "ALL COME BACK 44" SEE US AGAIN"
540 IF Q=50 GOTO 2000
550 D=D+1: GOTO 1010
560 COLOR=4: SHAPE=45
570 HLIN 10,10,3
580 COLOR=7
590 HLIN 9,22,3: HLIN 9,22,4: PLOT 9,3: PLOT 22,3
600 COLOR=3: HLIN 10,23,1: HLIN 11,24,0: VLIN 1,10,23: VLIN 0,9,24
610 VLIN 5,11,23: VLIN 6,12,21: HLIN 7,13,20
620 VLIN 9,14,19: VLIN 10,15,10
630 COLOR=0

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```

00 REM *****BUNCH*****
10 REM *****ROCKY*****
20 REM *****BUNCH*****
40 POKE 24576,32: POKE 46996,37
60 GOSUB 4117:GOTO 100
70 REM *****BUNCH*****
80 GOTO 1000
100 REM *****BUNCH*****
110 CALL 17044
120 IF BUNCH=0 THEN 4000
130 FOR I=0 TO 4
140 IF BUNCH=0 THEN 300
150 GOTO 100: GOTO 100: GOTO 100: GOTO 100
160 POKE 100,37: MUSIC "17/187"
170 NEXT I
180 BUNCH=BUNCH+1
190 FOR I=0 TO 4: GOTO 100: NEXT I
200 CALL 17044
210 REM *****BUNCH*****
220 REM *****BUNCH*****
230 REM *****BUNCH*****
240 REM *****BUNCH*****
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960 REM *****BUNCH*****
970 REM *****BUNCH*****
980 REM *****BUNCH*****
990 REM *****BUNCH*****
1000 REM *****BUNCH*****

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```

2040 IF A$="E" THEN NUNCH=NUNCH+1:PAW=150
2060 IF A$="M" THEN NUNCH=NUNCH+1:PAW=157
2100 IF A$="S" THEN NUNCH=NUNCH+2:PAW=157
2120 IF NUNCH>12 THEN NUNCH=NUNCH-12: MUSIC "201"
2140 IF NUNCH>122 THEN NUNCH=NUNCH-12: MUSIC "102"
2160 POKE NUNCH,225
2170 CALL 17000
2180 CALL 17046
2190 POKE NUNCH,PAW
2200 REM *****CHECK FOR GOODIES****
2210 FOR X=0 TO 4
2220 IF NUNCH<5+X THEN GOODX=X*80
2230 NEXT X
2240 COUNT=COUNT+1
2400 IF COUNT=80 THEN G=8000
2500 GOTO 2010
3000 REM *****ROUTINE#14
3020 CALL 17046
3025 WINNER=0
3030 PRINT "THANK YOU ";NM
3040 PRINT : PRINT "THESE WERE VERY GOOD GOODIES...."
3060 FOR LINE# TO 10: PRINT : NEXT LINE
3080 GARD=GARD+1: PRINT "YOU HAVE WON ";GARD;" GAMES"
3090 INPUT "PRESS RETURN FOR ANOTHER GAME",I
3100 GOTO 3000
4000 REM *****NUNCH,NUNCH SUBROUTINE#1
4020 GDI=GDI+515
4040 PRINT "NUNCH NUNCH NUNCH"
4060 MUSIC "7001" :REM : 7001"
4080 FOR Z=0 TO 200: NEXT Z
4100 PRINT "BEEELLLLLL"
4120 MUSIC "/34444444444444444444"
4140 FOR Z=0 TO 200: NEXT Z
4160 MUSIC M0
4180 COUNT=COUNT+1
4200 IF COUNT=8 THEN G=800
4220 CALL 17046
4230 RETURN
5000 REM *****GOTCHA ROUTINE#1
5020 PRINT "GOTCHA ";NM;"!"
5040 MUSIC M0
5060 PRINT : PRINT "NUNCH REM"
5080 PRINT : PRINT "ARE WE WATCH FOR THE KEEPER"
5100 PRINT : PRINT TAB (10);"THESE ARE"
5120 FOR I=0 TO 200: NEXT I
5140 MUSIC M0
5200 CALL 17046: COLOR = INT ( RND (8192) / 255) * 15
5220 VLN 4,10,2: VLN 4,10,3
5240 FOR MY=4 TO 4: PLOT MY,MY+2: NEXT MY
5260 UP=0
5280 FOR MY=0 TO 10: PLOT MY,UP:UP=UP+1: NEXT MY
5300 VLN 4,10,10: VLN 4,10,14
5320 FOR MY=20 TO 20: PLOT MY,MY-10: NEXT MY
5340 VLN 6,10,24: HLIN 6,10,25
5360 PLOT 26,7: PLOT 27,6: PLOT 28,5: PLOT 29,4
5380 PRINT TAB (12);"GOODIES"
5400 PRINT : PRINT : GOTO 7000
6000 REM *****LISEN'S ROUTINE#1
6020 PRINT "YOU LOSE ";NM
6040 PRINT "THE NUNCH NUN SAYS:" : PRINT "000000000000 IS ME!" : PRINT : PRINT

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6060 PRINT "I COULD HAVE EATEN "
6070 IF COUNT=1 THEN PRINT COUNT;" MORE GOODY!": GOTO 6100
6080 PRINT COUNT;" MORE GOODIES!"
6100 MUSIC M0
6120 PRINT : PRINT "WOA! YOU LET SOMEONE ELSE PLAY NOW.....?"
6140 PRINT : PRINT : PRINT "GOODBYE"
6160 PRINT : PRINT
7000 INPUT "PRESS RETURN FOR ANOTHER MEAL",I
7100 REM
8000 REM *****COPYRIGHT 1981 / 1983
8100 REM *****DERRICK THOMAS THOMAS***

```

[illegible]

```

1 REM ***** (SEE DISTR AT END OF FOR)
2
3 *TOWERS OF HANOI (V3.1)
4
5 GO2D 1000: REM   NR TO MAX
6
7
8
9 *SET ADDITIVES FOR ANY DSK
10 ON 0 GOSUB 21,22,22,22,22,24,24: RETURN
11 A=1: RETURN : REM   DSK 1,2
12 A=2: RETURN : REM   DSK 3,4
13 A=3: RETURN : REM   DSK 5,6
14 A=4: RETURN : REM   DSK 7,8
15
16
17 *SET SC-EC FOR ANY DSK ON ANY BASE
18 ON 0 GOSUB 41,42,43: RETURN
41 SC=93-A=EC=93+4: RETURN : REM   BASE A
42 SC=13-A=EC=13+4: RETURN : REM   BASE B
43 SC=23-A=EC=23+4: RETURN : REM   BASE C
44
45
46 *SET R FOR DSK 0 ON BASE 0
50 R=T+1: IF R=2 THEN R=R+3
54 RETURN
55
56
57 *PLOT FILLED SHAPE (0=1,3,5,7) ON BASE
62 SHAPE =3: PLOT SC,R: SHAPE =5: PLIN SC+1,EC-1,R: SHAPE =9: PLOT EC,R: RETURN
63
64
65 *PLOT FILLED SHAPE (0=2,4,6,8)
66 SHAPE =5: PLIN SC,EC,R: RETURN
67
68
69
70 * OUTPUT MOVES BASIC
71
72 *FOR DSK 0 FROM 0 TO 3
74 *SET B,GET A: SC-EC: R=NR
76 D=F+T+BA18,B: IF T=0 THEN T=T+1
78 D=BA18,T: GOSUB 20: GOSUB 40: GOSUB 52
80 X=CUZ+(BA12)+SC+T+X+4
82 FOR P=0 TO 8: POKE P,120: NEXT
84 *PUT BASE PB POINTERS
86 BA10,T=0+BA18,B+T
87
88 N=R+1: GOSUB 720: REM   PUT NR RYE
89 *PREVENT 0 TO 0 TO 0: ((SELF PLAY ONLY))
92 IF 0=0 THEN T=BA10,B: IF T=0 THEN T=T+1
93 IF BA10,T<0 OR IF 0>BA10,T THEN CALL 1700:TB=PB
94
95 *PUT DSK 0 ON B10
96 *SET B: (A & 0 SET), GET SC-EC: R: PUT D
97 *T=0+T+BA18,B: GOSUB 40: GOSUB 52: COLOR =0-1
100 ON 0 GOSUB 62,66,62,66,62,66,62,66
102 *PUT BASE TB POINTERS
104 BA10,T=0: IF T=0 THEN T=T-1
106 BA10,B=0: RETURN
107
108
109
110 * HANOI MOVEMENT STACK
111
112 *SAVE (PB, NR, PB, TB, OB
113 HA11,B:=PB+BA12,B=TB

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114 HA11,B:=OB+BA18,B=OB
116 IF 0=0 THEN H=H-1
118 RETURN
119
120
121 *RESTOR (PB) NR, PB, TB, OB
122 IF 0=0 THEN H=H+1
124 PB=HA11,B:=TB+BA12,B
126 OB=BA12,B:=OB+BA18,B
128 RETURN
129
130
131 * HANOI EOT CHECKS
132 IF TB=0 CALL 1700: GO2D 1000
134 IF PB=0 CALL 1700: GO2D 1000
136
137
138 *HERE'S HANOI
139 IF 0=0 THEN 72: REM   OUTPUT
140 GOSUB 520: REM   SAVE
142 NR=0-1: OB=0: OB+TB+TB=10
144 *NR CALL HANOI (0-1, PB, OB, TB)
146 GOSUB 552
148 GOSUB 530: REM   RESTOR
150 GOSUB 72: REM   OUTPUT
152 GOSUB 520: REM   SAVE
154 NR=0-1: OB=PB+PB+OB=0: OB=10
156
157
158
159 * REM CALL HANOI 0-1, OB, TB, PB
160 GOSUB 552
162 GOSUB 530: REM   RESTOR
164 RETURN
166
167
168
169 * MESSAGES DURING PLAY
170
171
172
173 POKE 4096,3: POKE 4096,192
175 INPUT "MOVE FROM BASE - TO BASE - ",B
176 PB = ASC (B)-64:TB = ASC (B+1)-64:OB = ASC (B+2)-64: RETURN
178
179 POKE 4096,3: POKE 4096,160
181 PRINT "MOVE "B: POKE 4096,140
183 PRINT "FM TO "B: POKE 920,TB: POKE 920,TB: RETURN
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1050 :SET B4 FOR B100
1052 FOR D=0 TO 1 STEP -1
1054 B4=B1,71+Q1+T-1:J4=Q1,B1+T1 NEXT
1056 :
1060 :SET B1 GET P1 SC,EC FOR B101
1062 B=BA10,B1: GOSUB 20: GOSUB 40
1064 :
1068 :SET R1 PUT DSES1 MIN MVS
1072 R=Q1 IF D=2 THEN R=12
1074 GOSUB 1112: GOSUB 1140:R=0
1076 :
1077 GOSUB 720: GOSUB 1031: REM   MOVE FRONT PIC
1078 :
1080 :MOVE FRONT/D ? GETS (F9,10,00)
1082 GOSUB 710: IF F03 THEN GOSUB 1172: STOP : REM   QUIT
1084 IF 1003 THEN GOSUB 1172: GOTO 1001: REM   ERROR
1086 IF 10+FB THEN GOSUB 1172: GOTO 0011: REM   ERROR
1088 IF B4/FB,20+0 THEN GOSUB 1172: GOTO 1001: REM   EMPTY BASE
1090 IF P=0 IF Q=0 GOSUB 542: GOSUB 1172: STOP : REM   HANGS RECURSIVELY
1092 :
1097 : MAKE Q3 RES IN CASE IT WAS SET, MOVE DISK
1098 B0=(1-1): GOSUB 72
1099 :
1099 :DONE ?
1092 IF B1/TB,B-000-111:J1 THEN 1001
1094 GOSUB 1172: STOP : REM   DONE
1096 :
1098 :
1099 : ONE TIME ONLY PER PLAY
1101 :
1102 :
1104 : PUT N DSES ON A BASE
1112 B0=1510+512+10
1114 FOR D=0 TO 1 STEP -1: COLOR=D-1
1116 IF Q/2=INT (0/2) THEN GOSUB 66: GOTO 1120: REM   EVEN/ODD
1118 GOSUB 62:SC=SC+1+EC=EC-1
1120 B4=J1 NEXT : RETURN
1122 :
1125 :PUT BASES W/ LABELS
1127 B0=12:51+14:52+13: COLOR=2
1129 SC=1000+10+10: GOSUB 62
1131 SC=1000+20+10: GOSUB 62
1133 SC=2000+30+10: GOSUB 62
1135 POKE 837,1: POKE 943,2: POKE 857,3: RETURN
1136 :
1137 :
1140 : SET H0 AND START BASE101
1142 POKE 4060,2: POKE 4061,02
1144 INPUT "HOW MANY BSES 1: TO B",N0: IF N0=0-9 THEN 1142
1145 :
1146 GOSUB 1172: REM   CLR LINE14
1147 :
1150 POKE 4061,02
1152 INPUT "START BASE 1A 0 ON C",B1:0: ASC 1001-64
1154 GOSUB 1172: RETURN
1155 :
1158 B0=12+H0-1: POKE 4061,00
1162 PRINT "B0(INCH)": POKE 4060,121
1164 PRINT "MOVES": POKE 4060,140: PRINT N0: RETURN
1166 :
1170 :CLEAR L14
1172 FOR I=140 TO 151: POKE I,120: NEXT : RETURN
1174 :
1175 :
1180 : INSTRUCTIONS/DESC
1181 :
1182 POKE 4060,2: POKE 4061,05
1184 INPUT "DO YOU WANT INSTRUCTIONS (Y/N)",B0
1186 IF B0="Y" THEN 1519
1188 POKE 4061,04: PRINT "AFTER FRONT/D PROMPT ENTER: "
1190 PRINT "1: FR/D TO 140 FOR SELF PLAY"
1192 PRINT "2: FR/D/OTHER (ABC) FOR 10-1"
1194 PRINT "3: QUIT - ANY LETTER BUT A,B,C"
1196 PRINT "NOT ANY KEY TO RESTART"
1198 B0=KEY$ 180: IF B0="" THEN 1510
1200 FOR I=600 TO 747: POKE I,120: NEXT : RETURN
1202 :
1203 : MOVE FRONT PIC TO 00 - 511 (FRONT)
1205 POKE 4100,2: GOTO 4100,0: REM   150-FR0
1207 POKE 4101,1: POKE 4101,255: REM   150-FR1
1209 POKE 4101,0: POKE 4101,0: REM   150-FR2
1211 CALL 2045: POKE 4102,255: REM   SAVE 0-511
1213 : RETURN
1215 :
1216 :
1218 : MOVE FRONT PIC TO 00 - 511 (FRONT)
1220 POKE 4101,0: POKE 4102,0: REM   150-FR0
1222 POKE 4103,2: POKE 4104,0: REM   150-FR1
1224 CALL 4199
1226 POKE 4001,1: POKE 4100,0: REM   150-FR0
1228 POKE 4103,2: POKE 4104,0: REM   150-FR1
1230 CALL 4199: POKE 4102,255: REM   SAVE 0-511
1232 : RETURN
1234 :
1235 :
1237 : CHANGE LINE 1 STRING "AAAAAAAA" TO
1239 "CUFF" L340 RFF 80+255
1241 "00780"158 4780 CALL RTN AT 7780
1243 "3" RTS RETURN
1245 :MOVE DIRTY W1: BE LOCATED @ 4199/19401
1247 :
1248 :END

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1  REM SUBMITTED BY GUY MILLER
10 POKE 24570,54: POKE 24570,38: GOTO 17046
20 DIM Y(11)
30 DIM M(12)
35 DIM E(12)
40 A=0: DIM T(12,20): DIM D(40)
45 DIM L(40),S(1): DIM S(20)
45 REM LET T(0,0) FOR N PROGRAM #4/02
47 INPUT "ENTER - E - EXPANDED -- F - NO CANCEL ENTER -B- COMPRESSED --R- TO CANCEL-WHAT IS YOUR CHOICE",E
50 PRINT "INPUT WHAT IS THE DATE ",0: PRINT
51 FOR I=1 TO 4: PRINT "LINE #";I: INPUT T(1,20)
52 INPUT "HOW MANY LINE IN ADDRESS",N
55 NEXT I: GOTO 400
60 IF Y=0 THEN GOTO 040
61 IF D=0 THEN GOTO 020
62 IF E=0 THEN GOTO 040
63 IF S=0 THEN GOTO 010
64 IF R=0 THEN GOTO 020
70 U=37: PRINT TAB (0):D: PRINT
80 PRINT TAB (0):"GUY MILLER"
90 PRINT TAB (0):"212 NORTH SANTA ANA"
100 PRINT TAB (0):"ROBERTO ,CA. 95354"
100 FOR S=1 TO 5: PRINT "NEXT S
200 FOR D=1 TO 4: PRINT TAB (0):T(1,20)
250 NEXT D
250 PRINT CHR (10)
300 GOTO 410
400 INPUT "SALUTATION",S: PRINT
420 L=L+1: INPUT L(1),S
450 IF L(1),S="END" THEN L=L-1
460 GOTO 420
480 RETURN : REM
490 T=0: PRINT TAB (0):S: PRINT "PRINT
510 REM L=L-1 NOT APPLICABLE NOW
520 FOR E=1 TO L: IF Y(0)/Y(1) THEN PRINT (E);")
540 IF E=1 THEN T=0
545 IF L(1),S="E" THEN L(1),S="**"
560 PRINT TAB (0):L(1),S
565 IF L(1),S="**" THEN T=10: PRINT "GOTO 570
570 T=0
570 NEXT E
620 PRINT TAB (33):"SINCERELY"
640 PRINT TAB (33):"GUY MILLER"
650 PRINT TAB (33):"ROBERTO,CA"
652 PRINT #0
655 IF D=0 THEN GOTO 0: INPUT "YOU WISH TO CONT.",Y: IF Y=0 THEN END"
655 PRINT "INPUT COPY, ON OR NO",Y
670 IF Y="CA" THEN GOTO 700
675 IF Y="COPY" THEN Y="YES"
675 GOTO 40
720 REM
730 J=1: INPUT "ENTER LINE #",J: PRINT
735 IF J=L THEN L=L-1
740 IF J=0 THEN GOTO 50: RETURN
750 PRINT L(1),S: PRINT
760 INPUT "CHANGE",L(1),S
780 GOTO 710
800 PRINT CHR(27);E: PRINT
805 PRINT CHR(15): RETURN
910 PRINT CHR(27);Y: RETURN
800 PRINT CHR(10): RETURN
810 REM ADD CHR(27); "F": REM AU TO CANCEL
820 REM COPY & CH. (CHANGE) COMMAND WILL EXECUTE PRINT ER
840 REM HEADS LINES--04-08-100--LEFT MARGIN LINES --40-570-OPTIONAL--(T=57.
845 REM SIGN OFF --645-650-
870 REM END LET TER
900 REM SOME LINES ARE FOR MY USE--CHANGE ON DE LET E IS DESIGNED
1000 REM ON FILE IN NEAREST DISPOSABLE SPACE.

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